

TIMEKEEPER – What do I do?



- **The basics...**
 - It is very important to focus on the time – NOT the game – and whether a question is a toss-up or a bonus
 - At the National Finals, one match is composed of two ten-minute halves, with a two-minute break
- **To begin...**
 - The timekeeper starts the game clock when the moderator begins reading the first question
 - Begin timing as soon as the moderator finishes reading the question
- Students have **5 SECONDS to buzz-in to answer a toss-up question** after it has been completely read
 - After 5 SECONDS, announce “TIME!”
 - If the first team answers incorrectly, the second team has five seconds to buzz-in after the moderator says, “not correct”
- Students have **20 SECONDS to answer a bonus question**
 - After 15 seconds, announce “5 SECONDS!”
 - After 20 seconds have elapsed, announce “TIME!”
- **If there is a challenge, stop the clock**
- Visual Bonus Questions (DE rounds 6-9 only):
 - **30 SECONDS to answer a bonus question**
 - After 25 seconds, announce “5 SECONDS!”
 - After 30 seconds have elapsed, announce “TIME!”

Toss-up Question

5 Seconds = “TIME”

Bonus Question

15 seconds - “5 SECONDS”

20 seconds - “TIME”

Challenge?

- **Stop the clock**

Minimum Requirements:

- Know and understand the timing rules
- Be able to focus on timing in a competition setting
- Be at least a junior in high school